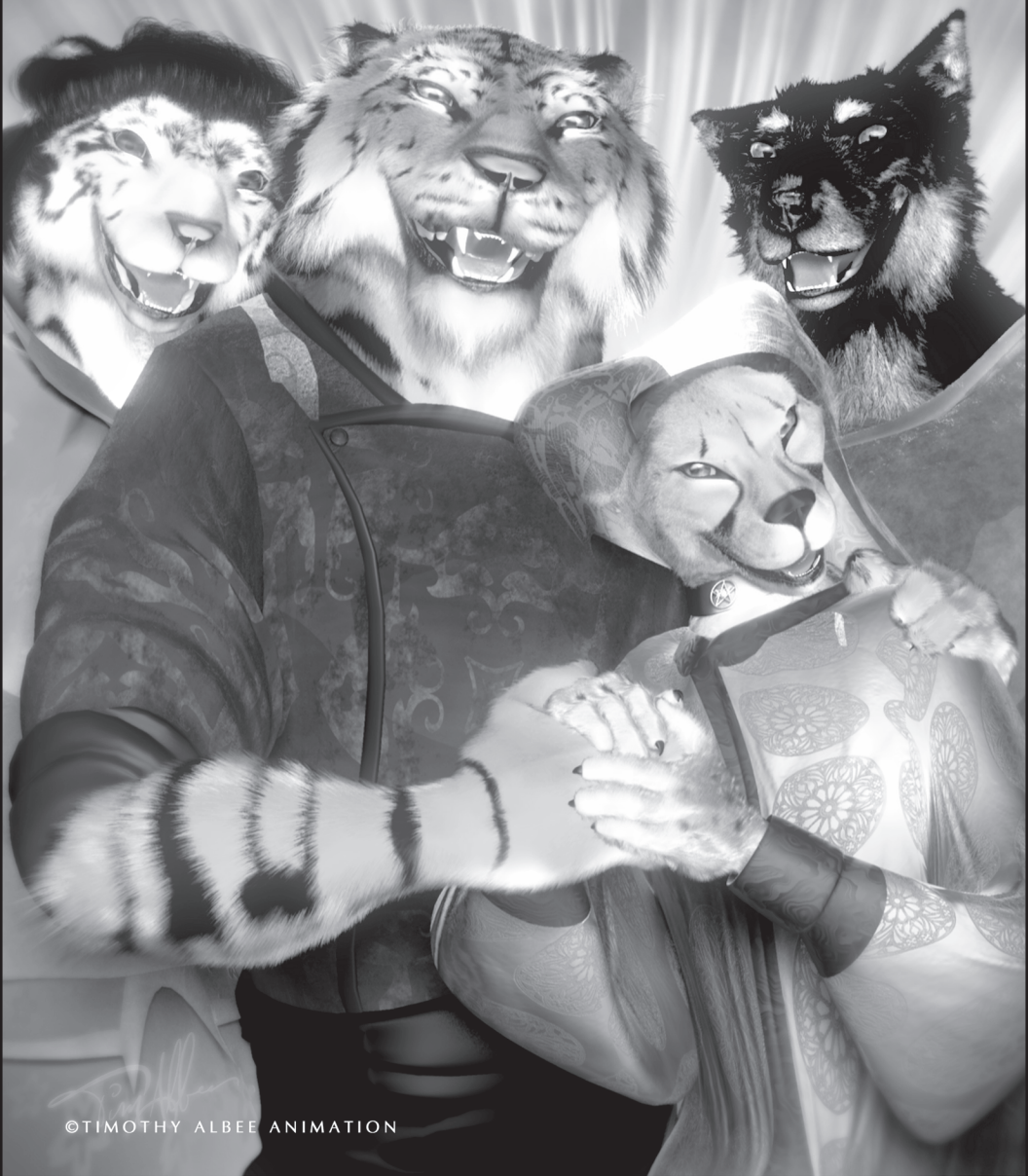


ANTHROCON 2005

HEROES



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PROGRAMMING GUIDE

ATTENTION, ARTISTS IN ARTISTS' ALLEY!

You do not need to line up to get space in Artists' Alley. Although we hope to have enough seats for everyone this year, the traditionally high demand has made it necessary that we give away the tables by random lottery. Those selected will be provided with a seat for up to one Alley day. Those who are not selected may check back to see if someone else has vacated a seat.

In order to place your name on the selection list for a given day, please visit Salon 5-6 at the times listed below. Remember, you must sign yourself up; signing up for others is not allowed.

Friday: Sign up between 10:00 and 11:30am. Table selections will be announced at 11:30. You **MUST** be present at 11:30 in order to claim your table.

Saturday and Sunday: Sign up between 8:00 and 9:30am. Table selections will be announced at 9:30. You **MUST** be present at 9:30am in order to claim your table.

Please note: Due to scheduling conflicts with other events it is necessary that Artists' Alley close at 3:00pm on Saturday. Please direct complaints regarding this matter to Adams Mark Corporate Headquarters, c/o HBE Corporation, 11330 Olive Rd., St. Louis, MO 53141, telephone 314-567-9000.

General

Opening Ceremonies

Friday 11am–12pm, Wyndham Ballroom

Meet Tim Albee

Friday 1–2:30pm, Wyndham Ballroom

Fursuit Dance

Friday 9:30–10:30pm, Wyndham Ballroom

Dance

Friday 10:30pm–2am, Wyndham Ballroom

DJ TekFox — 10:30pm–12:15am

DJ Pardus — 12:15–2am

Saturday 10:45pm–2am, Wyndham Ballroom

DJ Butterscotch (80's) — 10:45pm–12am

DJ Rigel — 12–2am

Supersponsor Luncheon

Saturday 12–1:30pm, Horizons Ballroom

By invitation only.

Charity Auction

Saturday 3–5:30pm, Wyndham Ballroom

Kaze Motivational

Saturday 3–4:30pm, Salon 5-6

Fursuit Parade

Sunday 11am–12pm, Wyndham Ballroom

Art Auction

Sunday 1–3:30pm, Wyndham Ballroom

Ursa Major Awards

Sunday 3:30–5:30pm, Wyndham Ballroom

More formally known as the Annual Anthropomorphic Literature and Arts Awards, the Ursa Major Award is presented annually for excellence in the furry arts. It is intended as Anthropomorphic (a.k.a. Furry) Fandom's equivalent of the Hugo Award®.

Closing Ceremonies

Sunday 5:30–7pm, Wyndham Ballroom

Art

Introduction To Inking

Chris Goodwin

Friday 1–3pm, Salon 5-6

An introduction to inking both as a way of enlivening pencil sketches and as its own expressive medium. Although some supplies will be provided, it is highly recommended that you bring your own drawing implements.

Stencil Prints

T'

Friday 3:30–4:30pm, Salon 5-6

A presentation on how to make stencil prints using a variety of materials.

Circle of Stone: An Anthropomorphic Independent Film Production

Please see listing under "Costuming".

Anthropomorphics In Mainstream Comics: Q&A with Stan Sakai and Peter Laird

Stan Sakai and Peter Laird

Saturday 10:30am–12pm, Salon 5-6

An informal Q&A session with our Guest of Honor, Peter Laird, and guest Stan Sakai.

Visual Creativity

Chris Goodwin

Saturday 1–3:30pm, Salon 2

This panel will be divided into 3 parts, each progressing on the themes covered in the preceding parts. The goals are to learn how to see in new ways and make use of aesthetics and mediums that may not be your own. Expect to be very busy making art happen.

Draw As You Dream

Timothy "Amadhi" Albee

Saturday 4:30–6pm, Salon 3-4

Drawing doesn't have to be a fight between you and your tools. Dreamer, artist, and animator, Timothy "Amadhi" Albee shows you simple techniques that can catapult your drawing skills to their highest levels.

Costuming

Fursuit 101

BigBadWolf

Friday 1–2pm, Salon 3-4

Basic fursuit construction panel.

Using Your Powers For Good

K.P.

Friday 1:30–2:30pm, Salon 9

K.P. and many others do some wonderful work with Give Kids the World. In this panel, they will share stories and tell you how you can use your talents to make a difference in your own community.

Intro to Fursuit Dancing

DEX

Friday 4:30–6pm, Horizons Ballroom

Dancing in a fursuit is a bit different from dancing out of one. This panel will help you improve dance and movement techniques in fursuit. Whether you are a beginning or an experienced fursuiter, this panel can help you fine tune your dancing techniques.

Circle of Stone: An Anthropomorphic Independent Film Production

Destrier, Cordite

Friday 4:30–6pm, Salon 3-4

Circle of Stone is a costumed anthropomorphic independent film being shot on location in the New Jersey region in 2005–2006. Our story is an anthropomorphic fantasy, set in the medieval period that tells the story of three characters: a fox, a horse, and a doe, who find themselves confronting ancient terror. When their actions lead to their banishment from the city they are trying to save, they become outlaws determined to help those trapped between the terror and the greed of the powerful Margrave who rules the land. The SIG hosted by Destrier and Cordite, will discuss the project, its challenges, and its progress, and provide information and background to any wishing to either participate in a role or in the production or any desiring to venture into independent films. Some of the film's costumes will be present.

Hands On Animatronics

grumble

Saturday 1–2pm, Salon 5-6

This panel will show, build, and demonstrate various ways of moving ears, eyes, and tails. There will also be a hands on section where people will build a simple cable based system that they can keep.

Getting The Gig

Sabot

Saturday 2–3pm, Salon 9

You have a fursuit! You wear it to cons! But you want to fursuit outside of cons. How do you go about getting gigs outside of the fandom? This panel will discuss how to go about finding performance opportunities for the general public. Where do you look? How do you get that gig? What do you need to know about performing in the “mundane” world? Answers are here.

Hoof To Head: Costuming Hooved Characters

Cordite, Destrier

Saturday 4–5:30pm, Salon 2

This panel will examine the design, construction, and implementation of various costume components unique to hooved characters, including of course, hooves! Cordite and Destrier will discuss various methods and materials involved in head and hoof construction, paying close attention to the prime requisites of safety and functionality. Attendee participation is welcome and all are encouraged to bring examples of applicable work.

Fursuiter Rescue Training

K.P.

Sunday 1–3pm, Horizons Ballroom

This year's charity is providing a unique opportunity to our fursuiting community. Some of our costumed

critters will be put through a rescue dog obstacle course to see if they have what it takes to become a “Rescue Critter”. A number of fursuiters will be selected at random to participate.

Fursuit Games

Ronin Otter

Sunday 3–5:30pm, Horizons Ballroom

It's fursuit mayhem at its finest. Come join or watch as Anthrocon fursuiters compete in silly and lighthearted games.

Puppeteering

Puppet Techniques

Nonsanity Cat

Friday, 2:30–3:30pm, Salon 10

This panel will give insight into the nuances of a filmed puppet production. Bring your questions for Nonsanity about puppeteering and the technology and techniques for filming your puppetry.

Open Puppets

Friday, 3:30–4:30pm, Salon 10

Anthrocon Puppet Show

Nonsanity Cat

Saturday 1–2:30pm, Salon 10

Join “Tag” of Fluff & Such Puppetry and many of his friends from many puppet troupes within the fandom for a fun filled show.

It's Rapid T. Rabbit!

Rapid T. Rabbit

Sunday 3–4pm, Salon 3-4

Rapid will be discussing the history of his puppet show, and the methods used in its production.

Pawpet Free-For-All

Please see listing under “Performance”.

Writing

Iron Author II

buni! =n.n= (Kristy Tracer)

Friday 1–2pm, Salon 2

Sunday 1–2:30pm, Salon 2

Anyone can write middling fiction, but it takes a master to create truly execrable prose. Have you read the *Eye of Argon*? Do you know who Ratliff is? Do you think you are ready for the challenge of Iron Author? Participants have forty-eight hours to create the worst story imaginable that still meets the criteria of the judges. Afterwards, come to the reading where the best of the worst will be “honored.”

Fiction Writing Story and Character Development

Ashe (W. James Darosh)

Friday 3–5pm, Salon 2

Saturday 1:30–3pm, Salon 1

These panels focus on writing and the creation of characters that are believable as well as settings that are functional and effective. There is a lot of interest in the fandom on all sorts of art, but writing often gets neglected. These panels are designed to help beginning writers, or established writers refine their style and work to become better authors. The focus of the first panel is on the basics of the story, such as the development of place and character, the second panel is focused on creating a story around these places and characters.

Anthropomorphics In Mainstream Comics: Q&A with Stan Sakai and Peter Laird

Please see listing under “Art”.

Writing Fantasy and Science Fiction

Kris Schnee

Saturday 3:30–5:30, Salon 1

Come learn about building stories in alternate worlds! We'll cover the design of future civilizations, magic and technology, and non-human races, and how to get cool ideas. Expect to participate! Some knowledge of the basics of writing (plot, character, etc.) is useful but not required.

Gaming

Tabletop

Laws of the Wild LARP

Scorch

Friday 2–6pm, Salon 1

It's a Live Action Role Playing game!

Rage CCG Demo and Gaming

Friday 4–6pm, Salon 9

Saturday 4–6pm, Salon 9

World Tree

Saturday 7–11pm, Salon 2

Rage CCG Tournament

Saturday 7–11:30pm, Salon 3-4

Videogaming

Furries and Gaming, Inside and Out

Jadedfox, Duncan Roo, Jessie Tracer / Electric Keet, Chris Bauer

Saturday 1:30–3pm, Logan 2

The interactive entertainment industry is growing by leaps and bounds, stronger than ever before. Where do the furries fit in? Four people from different corners of the videogame world (testing, media, creative, and programming) will start by looking at the influence of anthropomorphics in today's games, and progress to discussing what it's like to shape the industry from the inside. This panel is open for everyone to participate in the talk, from just plain gamers to industry veterans.

Super Smash Bros. Melee Tournament

Jessie Tracer / Electric Keet

Saturday 3:30–6pm, Logan 2

Nothing is quite so surreal as watching popular characters from a dozen different videogame worlds collide in utter combat mayhem. It's even more fun than it sounds! Sign up with a partner at the videogame room if you want to join in (limited room available), or just drop in to watch the chaos. Every year it's a different battle, and this year the tournament style will be a secret right up until the tourney, so anything could happen. If you ever wanted to see Pikachu and Mario beat the snot out of each other, be there!

Karaoke Revolution

Please see listing under “Performance”.

Dance Dance Revolution Tournament

Jadedfox

Sunday 3–5:30pm, Logan 2

It's the rhythm game you play with your feet. Or do you? Join us for Anthrocon's last official DDR tournament ever — it'll be a finale to remember! Tryouts will be held Friday and Saturday during normal videogame room hours, and thirty-two dancin' fools will make it to the tourney finals. The mix is DDR Extreme Japan, so be ready!

Performance

Shows

Kaze: Ghost Warrior Screening

Tim Albee

Friday 2:30–4pm, Wyndham Ballroom

Come view a screening of the critically acclaimed animated short film, *Kaze: Ghost Warrior*. Mr. Albee will be present to answer questions following the screening.

Uncle Kage's Story Hour

Friday 7:30–9:30pm, Wyndham Ballroom

An Anthrocon tradition! Come and hear stories as told by our own convention chairman....Uncle Kage. These are mostly true stories based on the travels, trials, and tribulations of our esteemed chairman. Due to the popularity of this event, it is recommended that you arrive early to ensure a seat.

Masquerade Rehearsal

Saturday 9am–12pm, Wyndham Ballroom

Mandatory for all who wish to appear in the Anthrocon Masquerade.

The Anthrocon Masquerade

Rigel

Saturday 7:30–9pm, Wyndham Ballroom

A long standing Anthrocon tradition, the Anthrocon Masquerade is an opportunity for our attendees to showcase their creative talents on our main stage!

2 the Ranting Gryphon

Saturday 9–10:30pm, Wyndham Ballroom

He's back! Come enjoy the comedy and ranting of the one and only, 2 the Ranting Gryphon! This is one of Anthrocon's most attended events. It is recommended that you arrive early to ensure getting a seat for this highly popular event.

Participation

Anthropoly!: The Anthrocon Game Show

K.P.

Friday 4–6pm, Wyndham Ballroom

What do you get when you mix six of the fandom's unusual personalities and an M.C. with a little too much time on his hands? You get Anthropoly, a game where you try to match wits (or lack thereof) with the guest panelists and match their responses to win a prize! Can you match all six? Can you make it to the challenge round? Contestants will be selected at random from the audience!

The Eye Of Argon!

buni = n.n = (Kristy Tracer)

Friday 10pm–12am, Salon 5-6

See Grignr's bulging muscles as he hefts his axe against the lugubrious Agafnd, vizier of Gorzam! Hear Carthena's screams as she clings wifishly to the corded shoulder blades of her barbarian defender! *Smell* the fetid stench of their sarcophagean tomb from which no man has returned alive! You'll *thrill* as Grignr single-handedly defeats horde upon horde of stygian fiends! You'll *wonder* as they uncover the wondrous treasurestone, the Eye of Argon! You'll *laugh, cry, gasp, and beg for more* as you try to read your part of the Worst Story Ever Written. Come and join... *If you dare!*

Mad-Libs For Big Kids

SilverFox

Friday 10:30pm–12am, Salon 3-4

An audience participatory storytelling game where the more unusual the word, the more interesting the story. The Mad Libs For Big Kids may be a tad more risqué than our Saturday Furry Mad Libs segment. Come help us write new tails of furry fun!

Furry Mad-Libs

SilverFox

Saturday 4:30–6pm, Salon 10

An audience participation storytelling game, where the more unusual the word, the more interesting the story. Come help us write new tails of furry fun!

Karaoke Revolution

Saturday 10pm–?, Logan 2

Karaoke is well-known, but it's never been as fun as when it's a videogame! Choose from over one-hundred popular songs, and sing along with the words on-screen; the game shows how close your pitch is while you sing (octave doesn't matter!) and then ranks your performance at the end so you can see how you compare to the original. There are even a few duet songs, so bring a friend!

Anthrocon 2005 Improvisational Show

Terry Mouse

Saturday 10:30pm–12:30am, Salon 10

A series of comedy performance skits with no script whatsoever! All themes and situations within the games are played off of random suggestions from the audience! The first half will feature a small group of four talented performers and experienced individuals performing for the general audience. The second half will feature our audience participation segment which will allow less experienced individuals a chance to come up and perform in some of our games.

Music Making

Chris Goodwin

Sunday 9–11am, Wyndham Ballroom

To recognize the many members of the fandom that make music. This is an avenue for musicians to connect with one another, discuss tips, trade their own CD's and jams, or whatever music making endeavors might ensue.

Improv with Kigs

Kigs

Sunday 1:30–3pm, Salon 10

Improvisational Theater: A theatrical show involving impromptu scenes and performed with no pre-written script. Think, "Whose Line Is It Anyway?" We will play a series of impromptu games with an emphasis on audience participation, and thinking on the fly. Arrive prepared to laugh and unafraid of being a dork.

Pawpet Free-For-All

Recherei

Sunday 3:30–5:30pm, Salon 10

This is an open puppet show where anyone is free to come up on stage and try their hand and puppeteering. Open call to any and all puppeteers who would like to perform. There will be several open puppet practices throughout the convention.

Spirituality

Open Spirituality

Friday 7–8:30pm, Salon 5-6

An open forum for the discussion of spirituality and how it impacts the fandom and its members. There is no panel lead for this event. This will be an unmoderated panel, and will be a freeform discussion.

Furry Christians

Cmdr. Kitsune

Sunday 11am–12pm, Salon 5-6

How does one balance a religious belief with a social culture? Some people can't find a balancing point. Others love the ebb and flow of life between the cultures. Come share your perspective on life within both cultures and how it can enrich. As always, Cmdr. Kitsune's "no bashing" rule is in effect for all parties.

Furry Spirituality

Sunday 1–2pm, Salon 5-6

Social / SIG

So, This Is Your First Convention?

Uncle Kage, 2 the Ranting Gryphon, K.P.

Friday 1–2pm, Salon 10

So you've decided to attend Anthrocon as your first convention, but you're unsure what to do now that you're here! This is the panel for you! Join a warm welcome from the convention Chairman, 2 the Ranting Gryphon, and the Anthrocon programming director with some advice, and a bit of humor, on how to make your convention experience as enjoyable as possible.

Northeast Meet & Greet

Friday 9:30–10:30pm, Salon 10

This is a social event for furs from all over the New England and Mid Atlantic area to meet and socialize. Do you want to find new friends in your area? Just want a friendly get together for Northeast locals? Here is the place to do just that!

Mil-Furs

Cmdr. Kitsune

Saturday 3–4pm, Salon 10

The military has had a furry side for a long time. Many units had an animal mascot. Older units had animals on their organizational emblems. Even today, furies are present in the military. Come and talk with

real mil-furs and listen to us swap stories of being furry and military (and laugh while we are doing it).

Foxes Abound!

Jadedfox

Saturday 5–6pm, Salon 5-6

Foxes, foxes everywhere! Come and discuss our favorite fuzzy critters in respect to the fandom and in nature in general.

The Capsule

Cargo Weasel

Saturday 11:59pm – Sunday 6am, Salon 5-6

Prepare for decompression. Capsule is an after-hours lounge featuring downtempo beats, ambient electronica, and intelligent, hip hop. DJs Cargo and Odder take it down for a late night groove until the break of dawn. A dance alternative.

Stage 1 – Departure Lounge: loungecore exotica and jazzy beats

Stage 2 – Dub Station: intelligent hip hop, soul and organic funk.

Stage 3 – Hypersleep: ambient electronica, deep minimal house and IDM

Stage 4 – Planetrise: acoustic and uplifting morning music to return you to your convention.

People and Animal Health

Veterinary Emergencies: What To Do When Your Pet Needs Help

Tyler J. Hutchinson, DVM (Otterdoc)

Friday 2:30–4pm, Salon 3-4

Do you know what to do when your pet is injured or sick? This panel will help you learn what to watch for and what to do in the event your pet is injured. Question and answer time will be offered for a range of topics dealing with veterinary medicine and your pets.

The Human-Animal Bond: Treating Pets Like Family

Tyler J. Hutchinson, DVM (Otterdoc)

Saturday 2:30–4pm, Salon 3-4

Come explore just why we consider pets as family. This discussion of the human-animal bond will introduce and explore a few aspects of the companionship, understanding, cooperation, and support that humans and their animal companions share.

Special thanks go out to:

Tim "Amadi" Albee

Guest of Honor and programming guide cover artist

Jessie Tracer / Electric Keet

designer of programming guide and pocket-program